# Scavenger Hunt- Wet weather activity

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| **Grade** |
| 5/6 |
| **Location** |
| Multipurpose room |
| **Duration** |
| 1 hour |
| **Group size** |
| 10 |
| **Safety** |
| * Cones to be used to mark out area that activities will be run in by group leader to make sure the area is safe * A whistle to be used to stress the importance of listening to the leader’s instructions. Children know that when whistle is blown it means, ‘Stop, Look and Listen’. |
| **Equipment** |
| * Whistle * Cones to mark out area * 2 small soft balls |
| **Activities** |
| **Warm Up**  Game: Ice Ball  Duration: 10 minutes  Equipment: One small ball per group  Group organisation: Two equal groups  Description of activity:   * Split group into two equal teams * Give each child a different number (e.g no child has the same number) * The leader throws the ball in the air of the centre of one of the group’s playing area and calls out one of the numbers of the children in that group * The child whose number is called runs and attempts to catch the ball while the children in the other group scatter throughout their assigned playing area. * If the child catches the ball they throw the ball up for the other team and call out another number * If the child misses the ball the child retrieves the ball and shouts out freeze, the other team must then stop and stand still while the child attempts to hit one of them below the waist * Children may move their bodies but not feet to dodge the ball * If the child misses they are out but if they hit a child with the ball the child hit is out   **Main Activity**  Game: Swedish Longball  Duration: 45 minutes  Equipment: one soft ball  Group organisation: Two groups- one batting and one fielding  Description of activity:   * Teams bat a squishy ball using their fists * Fielders field within the basketball court area and bowler throws underarm only * The bowler stays in the same position marked out for each bowl * Each bowlers bowls for an over (6 bowls) and then swaps with someone else on the fielding team * Batters hit the ball and then run, to get a point batters must have run all the way to the far end of the court and back again but they do not have to do this all at once * Batters can stop at the far end of the court and are safe as long as they have their hand on the wall or at least behind the basketball ball court line * Batters are allowed to ‘sneak’ to attempt to score a run but once they leave the safe zone they cannot come back * The team with the most runs wins   Rules:   * There cannot be more than 3 people from the batting team in the safe zone at a time. If three then at least one player must run on the next bat * Any balls hit that are outside of the basketball court are fouls and no one can run on a foul * Five out all out * If a player gets out they can join the end of their team so if not all of the team is out when it is their turn again they can bat again * Players are out when they are:  1. caught out on the full 2. caught out from a rebound on the full with one hand 3. tagged with the ball by a fielder (except fielders cannot run with the ball) 4. hit with the ball below the shoulders by a fielder   **Cool down**  Duration: 5 minutes  Allow time for group to:   * Pack up and put away all equipment * Get a drink * Reflect on how the session went |